

Rules

Carrom, Sport, Games, Contract Bridge

A compilation by

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Carrom: Finger billiards

Carrom Board

Carrom or carroms is a family of tabletop games sharing a similarity in that their mechanics lie somewhere between billiards and table shuffleboard. The game has various other names around the world, including carrum, carum, karam, karom, karum, and Indian (or Nepalese) finger billiards. It is also called *fatta* in Punjabi.

The object of the game is to strike or flick with a finger a comparatively heavy disk called a "striker" such that it contacts lighter object disks called "carrom-men" and propels them into one of four corner pockets.

Origins

The origins of Carrom are uncertain, although western sources suggest that the game is of Indian origin. Variations of the game played with a cue stick similar to those used in billiards-type games may have independently developed in several cases as a mixture of billiards and shuffleboard.

Similar games are played throughout the world, and may or may not share common origins with carrom. In Denmark a similar game called *bob* is played with cues rather than fingers. There is a carrom-like game also played with cues in China. Games similar to carrom appear all over Asia, for example *vindi vindi* in Fiji and *szhe szhe* in Israel. Some variants make use of discarded objects instead of fashioned playing pieces; bottle caps are used for games similar to carrom in both Mexico and Java. Various North American games bear a resemblance to (and may be related to) carrom, including *crokinole*, *pitchnut* and *pichenotte*.

Aim

The aim of the game is to pot one's own nine carrom men before one's opponent pots his/hers. However, before sinking one's final carrom man, the queen must be pocketed and then "covered" by pocketing one of one's own carrom men on the same or subsequent strike. Fouls, such as crossing the diagonal lines on the board with any part of one's body, or potting the striker, lead to carrom men being returned to the board. The player is allowed to shoot with any finger, including the thumb (known as "thumbing" or a "thumb shot"). The player can shoot Carrom-man on his/her base line while playing back shot (thumbing). At any point of time the player should not strike any of the coins on the diagonal line closer to the player.

Equipment

The game is played on a board of lacquered plywood, normally with a 29 inch (74 cm) square playing surface. The edges of the playing surface are bounded by bumpers of wood, and the bottom of the board is covered by a net with a 10 cm² or larger capacity. Instead of the balls of billiards games, carrom uses disks. The object of the game is to strike or flick with a finger a comparatively heavy disk called a "striker" such that it contacts lighter object disks called "carrom-men" and propels them into one of four corner pockets.

Carrom-men

A carrom-man (also carrom man, carromman, carroman; plural -men; sometimes abbreviated c/m; and known by colloquial terms such as seed, coin, puck, or goti) is a usually wooden (sometimes plastic), uniform small disk used in playing carrom. The Carrom-men have a smooth movement in a flat position on the surface of the Carrom Board when hit by a striker of standard specification.

The carrom-men come in two colors denoting the two players (or, in doubles play, teams). Traditionally, these colors are white (or unstained) and black. The breaker always plays white. An additional, special carrom-man is colored red and called the "queen".

ICF-sanctioned pieces must have a diameter of no more than 3.18 cm and no less than 3.02 cm, and must be between 7 mm and 9 mm thick, with an edge that is round and plain, and a weight of 5–5.5 g.

The queen

The red (or sometimes pink) queen or "match-taker" coin/seed, is the most powerful carrom piece. It is placed at the center of the circle. Under ICF rules, if a player wins the board with the queen, this adds three 3 "queen points" to the player's total score. A player has the right to pocket the queen and to cover it provided a carrom-man of the player's own has already been pocketed.

Under ICF rules, the dimensions of the queen must be the same as those of the other carrom-men.

The striker

The striker is a larger, heavier piece, flicked with the finger to hit the carrom-men and knock them into the corner pockets or into each other. According to the laws by ICF, the striker "shall be smooth and round, with a diameter not more than 4.13 cm." Its weight should not be more than 15 grams. Ivory and metal strikers are not allowed in tournaments.

Powder

High quality powder is used on the board to enable the pieces to slide easily. Boric acid powder is the most commonly used for this purpose. In the UK, many players use a version of anti-set-off spray powder from the printing industry which has specific electrostatic properties with particles of 50 micrometres in diameter. The powder is made from pure, food-grade vegetable starch.

Basic Rules

Two, three or four people can play. In singles, your opponent sits across from you; in doubles, you play opposite your partner. With three, you can play for points.

How to arrange the pieces on the board

Line up the double whites to aim 'dead-on' into a corner pocket.

Whoever plays first, or 'breaks,' is always white. The object of the game is to sink all of your pieces, using the heavier 'striker', in any of the pockets before your opponent. Your turn continues as long as you keep sinking your pieces - luck shots count and all combinations are permitted.

When placing the striker on the board to shoot, the striker must touch both 'base lines' (see left diagram), either covering the red circle completely, or not touching it at all. The striker may not touch the diagonal arrow line.

Shooting styles are very personal - whichever 'grip' works for you is fine as long as you 'flick' the striker and don't push it. Generally, it's best to orient your body in order to see the line of your aim while shooting comfortably; you may not move or leave your chair.

For forward shots, you can use your index finger, middle finger, or even the 'scissors' shot (right).

For 'back-shots' you may only use your thumb or the scissors technique.

No part of your body, except your hand, may cross the imaginary diagonal line (wrong in illustration) nor may your elbow protrude over the frame in front of you. Even your feet or knees may not leave your quadrant.

The red piece, or 'queen,' can be pocketed at any time after sinking your first piece but must be sunk before your last one. After pocketing the queen, you must sink one of your pieces, thereby 'covering' it, into any pocket in the next shot, or she is returned to the center spot.

Once the queen is covered, whoever clears their pieces first wins the 'board'.

The winner of a board collects one point for each of the opponent's pieces left at the finish and three points for the queen if covered by the winner (if covered by the loser, no-one gets those points). No more points are collected for the queen after your score reaches 22.

A game consists of 25 points or eight boards, whichever comes first.

Tip on technique

Before shooting, try touching the striker with your fingernail, to be sure that it's really on line. This will improve your accuracy and prevent you from hurting your finger.

Miscellaneous Rules

Sinking the striker costs you one piece and your turn. But, if you sink a piece in the same shot, then two come up and you shoot again.

After sinking the striker, your opponent places the due piece(s) within the center circle. If you haven't sunk one yet, you owe one.

If while shooting for the queen you also sink one of your pieces, the queen is automatically covered, no matter which went first.

If a piece jumps off the board, it is placed on the center spot. If pieces land on end or are overlapping, they are left that way.

If the center spot is partially covered when replacing the queen or a jumped piece, the piece should cover as much red as possible. If totally covered, the piece is placed opposite the next player behind the red spot.

If you sink your opponent's piece, you lose your turn. If you sink their last piece, you lose the board and three points.

If you sink your last piece before the queen, you lose the board, three points and one point for each of your opponent's pieces left.

If the striker does not leave both lines, go again. You get three tries to break before losing your turn.

For more detailed rules and regulations, refer to the Laws of Carrom booklet.

Point carrom

A variant often popular with children or an odd number of players. Play is as above except that all players try to sink all carrom men, regardless of colour. The nine carrom men of one color are worth one point each and the nine carrom men of the other color are worth two points each. The red queen is worth five points and may only be captured by pocketing another carrom man on the same or subsequent strike. A player reaching 17 or more points is the winner, otherwise the winner is the player with the most points after all carrom men have been pocketed.

Official Rules Carrom

Rules & regulations

International rules (sometimes hyperbolically called "the laws of carrom") are promulgated by the India-based International Carrom Federation, the governing body of carrom. The organisation also ranks players, sanctions tournaments and presents awards, and has many national affiliates such as the All-India Carrom Federation, Australian Carrom Federation, UK Carrom Association and US Carrom Association. There is a penalty a person must pay if his striker goes in the hole. This term is referred to as deuce. The penalty is usually 10.

Standard Equipment

The term Standard Equipment shall mean and include the following

Carrom Board	Playing Surface	The playing surface of the Carrom Board should be of lacquered plywood or of any other wood equally smooth and be of not less than 8 mm in thickness and of a minimum of 73.50 cm and a maximum of 74 cm square with its surface completely smooth. The edges of the playing surface area bounded by bumpers of wood, and the bottom of the board is covered by a net with a 10 cm ² or larger capacity. A Carrom Board shall be able to have at least three and a half runs of a normally smooth Striker of 15 grams weight, when struck with the maximum force, from one of the Bale lines, to the opposite frame of the Carrom Board.
	Frames	Adjoining the playing surface of the Carrom Board there shall be wooden frames with inside curved corners made of Rosewood or any other hard wood with goo resistance, with a minimum height of 1.90 cm and a maximum of 2.54 cm from the playing surface. The breadth of the frame shall be not less than 6.35 cm and not more than 7.60 cm. Suitable bracings shall be provided underneath the playing surface and fastened with the frame.
	Pockets	The pockets of the four corners of the Carrom Board shall be round inwardly and not outwardly and be of 4.45 cm in diameter with admissible variation of not more than 0.15 cm. The piece of plywood adjoining the corners of the frame shall be cut off.
	Base Lines	(a) Two straight lines of 47 cm in length with admissible variation of 0.30 cm equally distributed on all sides, black in colour, shall be drawn on each of the four sides of the playing surface, parallel to the frame on each side. The lower of these two lines, which shall be between 0.50 cm and 0.65 cm thickness, shall be 10.15 cm away from the frame and the other one 3.18 cm away from the lower part of the Base line

		(b). The Base lines shall be closed by circles of 3.18 cm in diameter at either end. Within this circle, a portion 2.54 cm in diameter shall be coloured red. These circles shall be called Base circles. These shall be drawn so as to touch both the Base lines and the upper Base lines of the adjacent side when imaginably extended. The distance between the Base circle on one side and that of the other may be 1.27 cm approximately.
	Arrows	Four Arrows, black in colour, of not more than 0.15 cm thickness shall be drawn at each corner of the Carrom Board. These should be at an angle of 45 degrees to any of the adjacent sides and each of them shall pass through the gap between the two Base circles and point towards the centre of the picket leaving a clear distance of 5.00 cm from the edge of the pocket. The length of the arrow shall not exceed 25.70 cm. A decorative arch of 6.35 cm in diameter with a pointer at both ends, drawn at the starting point of the arrows leading towards the pocket is permissible.
	Centre Circle	Exactly in the centre of the Carrom Board, there shall be a circle of 3.18 cm in diameter drawn black in colour with admissible variation of 0.16 cm. It shall be called the Centre Circle and shall be coloured in red.
	Outer Circle	A circle of 17.00 cm in diameter with the centre point of the Carrom Board as its centre shall be drawn black in colour with an admissible variation of 0.30 cm. It shall be called the Outer Circle. Any decorative design in this circle is permissible.
Carrommen	The Carrommen used in play shall be of good quality wood and circular in shape. The diameter of a Carromman shall not be more than 3.18 cm and not less than 3.02 cm. It shall be of not less than 0.70 cm and not more than 0.90 cm in Carromman's thickness. The edge shall be round and plain. The Carromman's weight shall be not less than 5.00 grams and not more than 5.50 grams. Thus there shall be nine whites, nine blacks and one red Carrommen, and they shall be uniform. The Carrommen shall have a smooth movement in a flat position on the surface of the Carrom Board when struck by a Striker of standard specification.	
Striker	The Striker shall be smooth and round with a diameter of not more than 4.13 cm and weighing not more than 15.00 grams. A Striker made of any material other than metal, with the specifications prescribed above may be used. A Striker, with metal fixed and visible to the eye, shall not be allowed. Engraved decent designs on the Striker are permissible.	
Table or Stand	The Table or Stand on which the Carrom Board is placed for play shall be not less than 63.00 cm and not more than 70. cm high. The Carrom Board, when placed on it, shall not be uneven or shaking. However, padding below the Carrom Board and/or the Table or Stand on which the Carrom Board is placed may be used to make the playing surface of the Carrom Board level and firm as far as possible.	
Stool or chair	The Stool or Chair on which the player sits for playing shall be not less than 40.00 cm and not more than 50.00 cm in height. The Chair, if used, shall be armless.	
Powder	The powder used shall be of high quality to keep the playing surface smooth and dry. The powder shall not be wet. Pouches/Containers filled with powder should be used to spread powder evenly over the playing surface.	

Nets	The pockets shall be fully covered from beneath by nets fixed at the bottom of the Carrom Board. Each net shall have the capacity of holding at least 10 Carrom-man.
Light	The light shall be hung/fitted at a convenient height above the Carrom Board so that when a conical or square shade, preferably of metal, is used, the light shall fall only on the Carrom Board including the frame. The shade shall be one with the inner side completely snow-white. The bulb used, preferably transparent white, shall be between 60 and 100 watts. However, the height of the light can be altered at the request of a player in such a manner that the naked light does not strike the eyes of the players

Interpretation

In these Laws, unless there is anything repugnant to the subject or context, the terms given below shall have the following interpretations

- 1 "Laws" shall mean the Laws of Carrom
- 2 (a) "Proper" shall mean in accordance with the Laws
- (b) "Improper" shall mean contrary to the Laws
- 3 "C/B" shall mean Carrom Board
- 4 "Carrom-man" shall mean Carromman / Carrommen.
- 5 "Board" shall mean break to completion
- 6 "Break" shall mean the first stroke of a board
- 7 "Finish" shall mean the completion of the board
- 8 "Player" shall mean a Carrom player.
- 9 "Placing" shall mean keeping the penalty and/or Due Carrom-man in a flat position within the Outer circle only by the player permitted to do so as per the Laws. The Queen and/or the jumped Carrom-man shall always be placed by the Umpire in the Centre Circle
- 10 "Pocketing" shall mean putting Carrom-man and or Queen in the pocket by a proper / improper stroke.
- 11 "Push" shall mean a jerk or sudden motion of the elbow of the playing "hand" instead of striking the Striker with the tip of the finger
- 12 "Queen" shall mean the red Carrom-man.
- 13 "Due" shall mean pocketing the Striker with or without Carrom-man
- 14 "Penalty" shall mean punishment for infringement or violation of the Laws.
- 15 "Covering" shall mean pocketing one of his own Carrom-man by a player in the same or immediate subsequent stroke, when or after the Queen is pocketed.
- 16 Shot" shall mean a pair or cannon.
"Pair" shall mean placing a Carrom-man with in the Outer Circle near another Carrom-man and/or Queen in such a way the there is space and the existing Carrom-man faces the general direction of a pocket.
"Cannon" shall mean placing a Carrom-man within the Outer Circle near another Carrom-man and/or Queen in such a way that there is no space and the existing Carrom-man faces the general direction of a pocket
- 17 "Thumbing" Shall mean taking a stroke with the thumb.
- 18 "Turn" shall mean the right to strike.
- 19 "Chief Referee" shall mean an official appointed to supervise and/or control a match
- 20 "Umpire" shall mean an official appointed to supervise and/or control a match

- 21 (a) "Opponent in Singles" shall mean the player presently not having his turn of play.
(b) "Opponent in Doubles" shall mean the player sitting on the left and/or right side of the player presently having his turn to play.
- 22 "Hand" shall mean the portion of the playing hand from the fingers up to the wrist.
- 23 "Finger" shall mean the portion of the nail side of a finger up to the second joint.
- 24 "Imaginary Lines" shall mean the lines drawn in extension of the arrows between the Base Circles
- 25 "Stroke" shall mean hitting the Carrom-man by the Striker directly or indirectly.
- 26 (a) "White Slam" shall mean pocketing all nine white Carrom-man and the Queen as per Laws in the first turn of play. It may also be called "Break to Finish".
(b) "Black Slam" shall mean pocketing all the remaining black Carrom-man with or without Queen as per Laws in the first turn of play.

NOTE: Words implying singular shall include plural and words implying masculine shall refer to the feminine

Sitting Position

- 27 In Singles, the players shall sit opposite to each other.
- 28 In Doubles, the partners shall sit opposite to each other, occupying all four sides.
- 29 Position adopted for sitting by a player before taking his turn to strike may be changed at any time provided the chair or stool on which he is sitting is not lifted, moved and/or disturbed during his turn of play.
- 30 (a) During the board no part of the body of a player, except the playing arm shall touch the Carrom Board, stand or table on which the Carrom Board is placed.
(b) However, wearing/clothing, ring, bangles, and/or watch worn by a player are exempted during his turn of play, but these should not touch the playing surface.
- 31 Use of any material to raise and/or adjust the height of the seat is permissible after the completion of the board only.
- 32 No part of the body, except the "hand" of the player shall go beyond the imaginary lines of the arrows.

How to Strike

- 33 The Striker shall be struck and not pushed
- 34 The Stroke shall be made with the finger with or without support of other fingers.
- 35 Any hand may be used in play.
- 36 While taking the stroke, the "hand" may touch the playing surface.
- 37 (a) The elbow of the playing "hand" shall not come within the playing surface nor shall extend beyond the imaginary lines of the arrows.
(b). The "hand" may, however, cross the arrow.
- 38 (a). While making a stroke, taking support of the Stool or Chair, Stand or Table of the Carrom Board and/or keeping the legs on the rim of the stand/table, by the player, is not permissible.
(b). However, hands may rest on his body and legs, may rest on the rim of the stool or chair on which he sits.

Toss

- 39 (a). There shall be a toss by the Umpire at the commencement of each match. The toss shall be by spin of coin or by means of calling the Carrom-man. The player/pair winning the toss shall have the choice of side or the option to strike first. Should the winner decide to have the choice of side, he shall indicate the same to the Umpire, who shall instruct the loser to sit first

- (b). In Doubles, the pair winning the toss shall have the option as above.
- (c). If, however, break is chosen by the winner of the toss, the choice of side shall lie with the losers, and the winner shall have to sit first.
- (d). Once the losers have sat down, they cannot interchange. This order of sitting shall continue throughout the match.

Trial Board

- 40 There shall be two trial boards only after the toss and before the start of the match, one for each player or pair.

Break

- 41 (a). Before the break, the Carrom-man are so arranged, in a flat position, that the Queen shall occupy the Centre Circle and the rest of the Carrom-man are placed around the Queen in the first row keeping the Black and White Carrom-man alternately. In the second row, three white Carrom-man will form the shape "Y" with the while Carrom-man in the first row. The remaining space is filled up by placing black and white Carrom-man alternately. All Carrom-man so arranged, should be in compact round, touching each other, within the Outer Circle. A player may use his fingers or striker to keep the Carrom-man intact.
- (b). The Carrom-man should be arranged for the break with least possible loss of time after each board.
- 42 Break is taken by a player who has chosen to strike first
- 43 The player who is to break shall have the white Carrom-man during that board leaving the black Carrom-man to his opponent. The Queen shall be the common Carrom-man.
- 44 Break is considered to have been made if the Striker touches any of the Carrom-man even slightly.
- 45 (a). Break is not considered to have been made if no Carrom-man is touched by the Striker in the usual run or jumping out. In that case, a maximum of two more chances shall be allowed.
- (b). If after permissible number of chances, no Carrom-man is touched, the right to break shall be lost and the turn to play shall pass to the opponent who shall have black Carrom-man for play but no re-arrangement of Carrom-man already arranged, shall be permitted. The above condition will prevail till the break is effected.
- (c). If a player in his attempt to break, plays an improper stroke or pockets his Striker without touching any of the Carrom-man, he shall lose his turn. However, Due/penalty shall not be applicable.
- 46 The break shall be taken only after the Umpire calls "Play" and the stroke shall be made within 15 seconds of such call. The play shall be deemed to have begun from the moment the Umpire calls "Play."
- 47 If the break is made before the Umpire calls "Play", all the Carrom-man and/or Queen pocketed shall be taken out for placing and an additional Carrom-man as penalty. Due shall be declared, The player shall lose his turn.

Turn of Play

- 48 As long as a player pockets his own Carrom-man and/or Queen in accordance with the Laws, his turn shall continue. Otherwise, it shall pass on to the opponent.
- 49 (a).(i). In the first game, the player who chooses to break the first board shall have the white Carrom-man. The turn to break shall pass alternately during the game.
- (ii). In the second game the player who did not have the first turn to break shall have his turn first.
- (iii). In the third game, the turn to break passes on to the first player.

(b). In Doubles, however, the turn passes on to the player sitting to the right hand side of the player who had his turn.

- 50 A player shall not take more than 15 seconds for making a stroke from the moment the Carrom-man/Queen/Striker has come to rest and picked up by the opponent and/or after observing the time limit for placing the Carrom-man and/or Queen and/or forgoing Due/penalty Carrom-man, if any.
- 51 If the turn is availed by a player out of turn, before the Umpire could control, the offending player shall lose the board by the number of Carrom-man and Queen as are on the Carrom Board. If the above remains unnoticed, until the next stroke is taken, the turn shall be allowed and the next turn shall be as per the Laws.

How to Score

- 52 (a). The player who completes pocketing all his Carrom-man first wins the board.
(b). The value/points are as follows:
Queen: 3 points up to and including 21 points.
Carromman: 1 point each.
- 53 (a). The number of Carrom-man of the opponent on the Carrom Board shall be the points gained by that player in that board.
(b). The player is entitled to be credited with the value of the Queen, only if he wins the board.
(c). The player who loses the board is not credited with the value of the Queen, even if he has pocketed and covered the Queen.
- 54 The player loses the advantage of getting the credit of an additional 3 points for covering the Queen, once he has reached the score of 22 points.
- 55 The maximum number of points that can be scored in a board is 12 only. Any Due and/or penalty Carrom-man shall automatically be written off
- 56 (a). A game shall be of 25 points or eight boards. The player who reaches 25 points first or leads at the conclusion of the eighth board shall be the winner of the game.
(b). Up to and including the pre-quarter final rounds, each game shall be decided on the basis of eight boards. In case the score is equal at the end of the eighth board, an extra board shall be played to decide the winner. Before the extra board, there shall be a toss to choose break only.
- 57 All matches shall be decided by the best of three games only.

Change of Sides

- 58 In Singles, the change of sides by the players shall be made in the opposite direction at the conclusion of each game.
- 59 In Doubles, the change of sides by the players shall be made to the next right hand side, at the conclusion of each game.
- 60 (a). In the third game for matches up to and including pre-quarter finals, the change of sides shall be made after the fourth board or after any player/pair has reached 13 points, whichever is earlier.
(b). From Quarter Finals onwards the change of sides shall be made only after 13 points have been scored by any player/pair.
(c). The change of sides, remaining unnoticed by the Umpire or any player, shall take place as and when noticed, but after completion of that particular board.
- 61 The players shall not take more than two minutes to change sides.

Foul

- 62 62. In general, any act of violation of Laws or anything done contrary to what is stated specifically or implied (as understood commonly) in these Laws, shall be broadly classified as:

- (a). Technical Foul
- (b). Foul

Technical Foul

- 63 (a). Any act of violation of the Laws committed by the player before the first stroke of his turn shall be deemed as a Technical Foul. A Technical Foul shall entail one Carrom-man of the offending player being brought out for placing by the opponent and his turn shall continue.
- (b). Any act of violation of the Laws committed by the player presently not having his turn shall also be deemed as a Technical Foul. A penalty shall be imposed as per Rule 63(a).

Foul

- 64 (a). Any act of violation of the Laws committed by the player during or after the first stroke of his turn shall be deemed as a Foul. A foul shall entail one Carrom-man of the offending player being brought out for placing by the opponent and the turn to play shall be lost.
- (b). While pocketing the Carrom-man and/or Queen, if a foul is committed, the number of Carrom-man and/or Queen so pocketed shall be brought out for placing and the turn of the player shall be lost.

Carrom-man Overboard

- 65 (a). If a Carrom-man and/or Queen jump out of the playing surface, the jumped Carrom-man and/or Queen shall be placed by the Umpire in the Centre Circle, if space permits, covering it fully or the maximum portion of it that is available.
- (b). If both the Queen and a Carrom-man jump in the same stroke, preference shall be given to place the Queen first, and the jumped Carrom-man shall be placed, touching the Queen, in the opposite direction of the player presently having his turn.
- (c). If both White and Black Carrom-man jump in the same stroke, preference shall be given to place the Carrom-man of the player who made that stroke first and the other Carrom-man shall be placed, touching the first Carrom-man in the manner described in Rule 65(b).
- (d). If more than 2 Carrom-man jump in the same stroke, the placing of the first 2 Carrom-man shall be in accordance with Rule 65(b) and Rule 65(c). The rest of the Carrom-man shall be placed touching the first 2 Carrom-man, as far as possible.
- 66 (a). If Carrom-man and/or Queen jump out and fall back on the playing surface, the Carrom-man and/or Queen shall be placed by the Umpire in the Centre Circle as per the Laws. The Umpire, as far as possible, at his discretion, shall correct the position of the disturbed Carrom-man, if any.
- (b). If, however, Carrom-man and/or Queen jump out and fall back on the playing surface after hitting the shade, bulb or light fittings, it shall be considered to have naturally travelled. Disturbed Carrom-man, if any, shall not be rearranged.

Carrom-man Rolling and Overlapping

- 67 If Carrom-man and/or Queen stand up on its rim, it shall be allowed to remain as it is.
- 68 If two Carrom-man and/or Queen overlap each other, they shall be left undisturbed.
- 69 (a). If the Striker rests on Carrom-man and/or Queen, the Umpire shall remove the Striker without disturbance to the Carrom-man and/or Queen. If disturbed, the original position of the Carrom-man and/or Queen shall be restored, as far as possible, by the Umpire.
- (b). If this happens at the mouth of the pocket and in the process of removal of the Striker the Carrom-man and/or Queen lose its centre of gravity and fall into the pocket, they shall be deemed to have been pocketed

- 70 (a). If Carrom-man and/or Queen rest on the Striker, the Striker shall be removed by the Umpire by lifting the Carrom-man and/or Queen and replacing them, as far as possible, in the position where they would rest if the Striker was not there.
 (b). If, however, this happens at the mouth of the pocket and in the process of removal of the Carrom-man and/or Queen, the Striker lose its centre of gravity and falls into the pocket, it shall be deemed to have been pocketed. A penalty shall be declared to be imposed as per the Laws.
- 71 If a Carrom-man resting perilously at the mouth of the pocket and actually falls into the pocket for any reason, it shall be considered to have been properly pocketed.

Dues and/or Penalties

- 72 (a) If in a proper/improper stroke a player pockets his Striker alone, his turn shall be lost and one of his Carrom-man will be taken out as penalty by his opponent for placing. Such penalty Carrom-man shall be called "Due".
 (b). If this happens before any of his Carrom-man is pocketed the penalty Due shall remain outstanding and shall be taken out as soon as it is available.
- 73 If a player pockets the Striker with his own Carrom-man, the number of Carrom-man so pocketed, with a Due Carrom-man, shall be taken out for placing and the player shall continue his turn.
- 74 If a player pockets the Striker with the Carrom-man of his opponent, the Carrom-man shall be deemed to have been pocketed. The Due as per Rule 72(a) shall be taken out for placing and the player shall lose his turn.
- 75 If a player pockets the Striker with Carrom-man of his own and of his opponent, the number of his own Carrom-man so pocketed, with a Due Carrom-man shall be taken out for placing by the opponent and the player shall continue his turn.
- 76 If a player pockets the Carrom-man of his opponent by an improper stroke, the Carrom-man so pocketed shall be deemed to have been pocketed. The Due shall be taken out for placing by the opponent and the player shall lose his turn.
- 77 (a). If a player pockets his own Carrom-man by an improper stroke, the Carrom-man so pocketed with a Due Carrom-man shall be taken out for placing by the opponent and the player shall lose his turn.
 (b). If a player pockets his own Carrom-man with the Striker by an improper stroke, the Carrom-man so pocketed with a Due shall be taken out for placing by the opponent and the player shall lose his turn.
- 78 (a) Due or penalty Carrom-man shall be taken out for placing immediately after being available, but only after the conclusion of the stroke, though it may be during the turn of the same player.
 (b).(i). In Doubles, the Due and/or penalty Carrom-man shall always be taken out for placing by the player who is sitting on the right hand side of the player having his turn at the time of the availability of Carrom-man.
 (ii). If, however, during the turn of a player, he pockets the Carrom-man of the opponent with or without his Carrom-man and the Due and/or penalty, Carrom-man becomes available; the player himself shall take out the Carrom-man for placing.
- 79 (a) If Due and/or penalty Carrom-man is available for placing but sufficient space is not available, the player who has to place the Carrom-man shall be permitted to do so immediately after space becomes available.
 (b). In Doubles, however, if the eligibility to place the Due and/or penalty Carrom-man has passed on to the partner, the partner alone shall have the right to take out and place the Carrom-man.

- 80 If space is available for placing the Due and/or penalty Carrom-man, but the player who has to place the Carrom-man does not desire to risk a foul, he shall lose his chance to place and his claim for placing shall stand forfeited.
- 81 If the space becomes available for placing the Due and/or penalty Carrom-man during the turn of the player eligible to place, the placing shall be made immediately.
- 82 (a) While placing the Due and/or penalty Carrom-man, if a player places his own Carrom-man by mistake, it has to be rectified, if pointed out by the Umpire or the opponent. A foul shall be declared as per the Laws.
(b). If not noticed either by the Umpire or the opponent before the next stroke is made, the Carrom-man so placed shall be regarded as valid.
- 83 If more than one Carrom-man are to be placed by a player as Due and/or penalty, the Carrom-man available shall be placed immediately and rest of the Carrom-man has to be placed as soon as available.
- 84 (a) Placing shall be considered as complete once the finger is removed from the Carrom-man provided the Carrom-man placed is inside the Outer Circle.
(b). However, while placing Due/penalty Carrom-man, holding of any other Carrom-man and/or Striker is not permitted.
- 85 If a player places or moves the Due and/or penalty Carrom-man away from the Outer Circle, he shall be asked to place the Carrom-man inside the Outer Circle. A foul shall be declared as per the Laws.
- 86 While placing the Due and/or penalty Carrom-man the player should not move any other Carrom-man and/or Queen. The Carrom-man so placed shall not disturb any other Carrom-man and/or Queen. The Carrom-man so placed shall not disturb any other Carrom-man. If it so happens, the same shall be replaced by the Umpire in the original position, as far as possible. A foul shall be declared against the offending player as per the Laws.
- 87 A player may choose to forego the Due and/or penalty Carrom-man in toto only and not partially. Such decision shall be communicated to the Umpire within 15 seconds, failing which the right to place the Due and/or penalty shall be forfeited.
- 88 The time limit for placing Due and/or penalty Carrom-man shall be 15 seconds after the announcement made by the Umpire.
- 89 (a) Due and/or penalty Carrom-man cannot be set off against each other.
(b). Due and/or penalty Carrom-man shall not be placed covering the Centre Circle wholly or partially. If placed, the player shall be asked to rectify. A foul shall be declared against the offending player as per the Laws.
- 90 In Doubles, a player shall not take out the penalty and/or Due Carrom-man for his partner, who has to place it. In case his partner does not find the required Carrom-man in the pockets adjoining his side, he shall request the Umpire to provide, specifying the colour and number he needs for placing.
- 91 During the course of the board, if a player gets up from the seat during his or his opponent's turn, for any reason, he shall lose the board with the number of his Carrom-man and/or Queen lying on the board. If the score of the opponent is 22 or more, he shall lose the board by the number of Carrom-man only.

Queen

- 92 A player has the right to pocket the Queen and to cover it provided a Carrom-man of his own has already been pocketed

- 93 The Umpire only in the Centre Circle shall place the Queen. While placing so, however, if shot is automatically formed, it cannot be altered.
- 94 If the Centre Circle is partially or completely covered by other Carrom-man, the Queen shall be placed to occupy most of the uncovered portion or in any position adjacent to the Centre Circle in such a way so that it is not easy to pocket for the player having his turn. The placing of the Queen by the Umpire, in such a situation, shall be final.
- 95 (a) If the Queen is pocketed before any Carrom-man of the player is pocketed the Queen shall be taken out for placing and the player shall lose his turn.
 (b). If a player pockets the Queen, while there is a Due against him, the Queen shall be taken out for placing and the player shall lose his turn.
 (c). However, if after recovery of Due and/or penalty, all the nine Carrom-man are on the Carrom Board, a player shall have the right to pocket the Queen and to cover it.
 (d). If, at the break or in a subsequent stroke when all his nine Carrom-man are on the Carrom Board, the Queen is pocketed along with the Striker, the Queen shall be taken out for placing and a Due shall be declared. The player shall lose his turn.
- 96 If the Queen is pocketed by a stroke and is not covered, the Queen shall be taken out for placing. If not noticed by the Umpire or by the opponent, before the next stroke is made, the Queen shall be recorded as properly covered.
- 97 (a) If the Queen and the Carrom-man of a player are pocketed together in one stroke, the Queen shall be considered covered.
 (b). However, at the break and/or any subsequent stroke, when all 9 Carrom-man of the player are on the Carrom Board, if the Queen and one of the Carrom-man are pocketed together, the Queen has to be covered. If more than one Carrom-man and the Queen are pocketed together, the Queen shall be considered covered.
- 98 (a) If the Queen, Carrom-man and the Striker are pocketed together by a proper stroke, the Queen and the Carrom-man so pocketed with an additional one as Due shall be taken out for placing and the player shall continue his turn.
 (b). If the Queen, Carrom-man and the Striker are pocketed together by an improper stroke, Queen and the Carrom-man so pocketed with the two additional Carrom-man as Due shall be taken out for placing and the player shall lose his turn.
- 99 (a) If the Queen and the Striker are pocketed together by a proper stroke, the Queen shall be taken out for placing by the Umpire. An additional Carrom-man shall be taken out for placing and the player shall continue his turn.
 (b). If the Queen and the Striker are pocketed together by an improper stroke, the Queen shall be taken out by the Umpire for placing. Two additional Carrom-man shall be taken out for placing by the opponent and the player shall lose his turn.
- 100 (a) While covering the Queen, if the Striker alone is pocketed, the Queen shall be taken out for placing. A Carrom-man of the offending player shall be taken out as Due for placing by the opponent and the player shall lose his turn.
 (b). While covering the Queen, if the Striker alone is pocketed by an improper stroke the Queen shall be taken out for placing. Two Carrom-man of the offending player shall be taken out as Due for placing by the opponent and the player shall lose his turn.

- 101 a While covering the Queen, if a player pockets the Striker along with his Carrom-man, the Carrom-man so pocketed plus one Carrom-man as Due shall be taken out for placing by the opponent. The player shall, however, continue his turn. If in that subsequent stroke no Carrom-man of the player is pocketed, the Queen shall not be considered to have been covered and it shall be taken out for placing.
- (b). While covering the Queen, if a player pockets the Striker along with his Carrom-man by an improper stroke, the Carrom-man so pocketed plus two Carrom-man as Due shall be taken out for placing by the opponent and the player shall lose his turn.
- 102 (a) While covering the Queen a player pockets the last Carrom-man of his own together with the last Carrom-man of his opponent, he shall be awarded 3 points. If the score is, 22 or more he shall win by 1 point.
- (b). While covering the Queen, a player pockets the last Carrom-man of his own together with the last Carrom-man of his opponent by an improper stroke the opponent shall win by 3 points, if the score is 22 or more he shall win by 1 point. If demanded, an additional point for the improper stroke shall be awarded the opponent.
- 103 (a) While covering the Queen, if a player pockets the last Carrom-man of his opponent, he shall lose the board by the number of his Carrom-man lying on the Carrom Board together with the points for the Queen. If the score of the opponent is 22 or more, he shall lose by the number of Carrom-man only.
- (b). While covering the Queen, if a player pockets the last Carrom-man of his opponent by an improper stroke, he shall lose the board by the number of his Carrom-man lying on the Carrom Board together with the points for the Queen. If the score of the opponent is 22 or more, he shall lose by the number of Carrom-man only. If demanded, an additional point shall be awarded the opponent.
- 104 (a). If a player pockets the Queen along with his last Carrom-man and the last Carrom-man of the opponent by a proper stroke, the player shall win the board by 3 points. If the score is, 22 or more he shall win by 1 point.
- (b). If a player pockets the Queen along with his last Carrom-man and the last Carrom-man of the opponent by an improper stroke, the opponent shall win the board by 3 points. If the score is, 22 or more he shall lose by 1 point. If demanded, one additional point shall be awarded.
- 105 (a). If a player pockets the last Carrom-man of his own and of his opponent by a proper stroke while the Queen is on the Carrom Board, the opponent will be awarded 3 points. If the score is, 22 or more he shall be awarded only 1 point.
- (b). If a player pockets the last Carrom-man of his own and of his opponent by an improper stroke while the Queen is on the Carrom Board, the opponent shall be awarded 3 points. If the score is, 22 or more he shall be awarded only 1 point. If demanded, the appointment shall be awarded one additional point.
- 106 (a) If a player by a proper stroke pockets the last Carrom-man of the opponent when the Queen is still on the Carrom Board, he shall lose the board by the number of his own Carrom-man lying on the Carrom Board together with the points for the Queen. If the opponent's score is, 22 or more he shall lose by the number of Carrom-man only.

- (b). If a player pockets the last Carrom-man of the opponent by an improper stroke when the Queen is on the Carrom Board, he shall lose the board by the number of his own Carrom-man lying on the Carrom Board together with the points for the Queen. If the opponent's score is, 22 or more he shall lose the board by the number of Carrom-man only. If demanded, the opponent shall be awarded one point in addition.
- 107 (a) If a player pockets his last Carrom-man by a proper stroke leaving the Queen on the Carrom Board, he shall lose the board by 3 points. If the opponent's score is 22 or more, he shall lose by 1 point.
- (b). If a player pockets his last Carrom-man by an improper stroke leaving the Queen on the Carrom Board, he shall lose the board by 3 points. If the opponents score is 22 or more, he shall lose by 1 point. If demanded, the opponent shall be awarded one additional point.
- 108 (a) If a player pockets his last Carrom-man along with the Striker leaving the Queen on the Carrom Board by a proper stroke, he shall lose the board by 3 points. If the score of the opponent is 22 or more, he shall lose by 1 point. One additional point for the pocketed Striker shall be awarded if demanded by the opponent.
- (b). If a player pockets his last Carrom-man along with the Striker leaving the Queen on the Carrom Board by an improper stroke, he shall lose the board by 3 points. If the score of the opponent is 22 or more, he shall lose by one point. If demanded, the opponent shall be awarded two additional points.
- 109 (a) If a player pockets the Queen, this last Carrom-man, the last Carrom-man of his opponent by a proper stroke together with the Striker the player shall lose the board by 3 points. If the score of the opponent is 22 or more, he shall lose by 1 point. One additional point for the pocketed Striker shall be awarded if demanded by the opponent.
- (b). If a player pockets the Queen, his last Carrom-man, the last Carrom-man of his opponent together with the Striker by an improper stroke, the player shall lose the board by 3 points. If the score of the opponent is 22 or more, he shall lose by 1 point. If demanded, the opponent shall be awarded two additional points.
- 110 (a) If a player pockets the last Carrom-man of his own and of his opponent with the Striker by a proper stroke, he shall lose the board by one point, if the Queen has been covered by him. One additional point for the pocketed Striker shall be awarded if demanded by the opponent.
- (b). If a player pockets the last Carrom-man of his own and of his opponent together with the striker by an improper stroke, he shall lose the board by one point, if the Queen has been covered by him. Two additional points shall be awarded if demanded by the opponent.
- 111 (a) If a player pockets the last Carrom-man of his opponent along with the Striker leaving the Queen on the Carrom Board by a proper stroke, he shall lose the board by the number of his Carrom-man lying on the board plus the value of the Queen. If the score is 22 or more, he shall lose by the number of Carrom-man only. One additional point for the pocketed Striker shall be awarded if demanded by the opponent.
- (b). If a player pockets the last Carrom-man of his opponent along with the Striker leaving the Queen on the Carrom Board by an improper stroke, he shall lose the board by the number of his Carrom-man lying on the board plus the value of the Queen. If the score is, 22 or more he shall lose by the number of his Carrom-man only. If demanded, the opponent shall be awarded two additional points.

- 112 (a) If a player pockets the last Carrom-man of his own and of his opponent together with the Striker by a proper stroke, he shall lose the board by 3 points, if the opponent has covered the Queen. One additional point shall be awarded if demanded by the opponent when covered by the opponent. Two additional points shall be awarded if demanded by the opponent.
 (b). If a player pockets the last Carrom-man of his own and of his opponent together with the Striker by an improper stroke, he shall lose the board by 3 points, if the Queen has been covered by the Queen.
- 113 If the Queen resting perilously at the mouth of the pocket actually falls into the pocket for any reason, it shall be considered to have been (duly) pocketed.
- 114 A player shall not utilize the Due and/or penalty Carrom-man to make a shot with the Queen. If utilized, he shall be asked by the Umpire to rectify. A foul shall be declared as per the Laws.

General

- 115 A stroke shall be taken by means of a striker only. The striker shall be brought by the player and certified by the Chief Referee/Umpire before play.
- 116 While taking a stroke, if the striker jumps over the Carrom Board, the turn of the player shall continue if he pockets his own Carrom-man and/or Queen in that stroke.
- 117 A changed new striker, duly approved by the Chief Referee/Umpire, shall be allowed in a match, after the particular board is completed. However, if in the middle of the board, the striker is broken, it is permitted to change the same only after completion of that particular stroke.
- 118 (a) Once set, the position of the Carrom Board shall not be changed in the middle of the match.
 (b). However, the sole authority to make any change after examination, on appeal by any player, lies with the Umpire.
- 119 The Carrom Board, table or stand on which the Carrom Board is placed, allotted for a match can be changed only after the completion of a board, The sole authority for deciding the condition of the Carrom Board, Table or Stand rests with the Umpire.
- 120 Any broken Carrom-man, if appealed for replacement, shall be replaced by the Umpire in the original position of the broken Carrom-man as far as possible.
- 121 a) The time count stops when there is an appeal to the Umpire by a player, during the play. The play shall not continue unless the Umpire has ordered "Play".
 (b). The player who violates, shall lose the entire board with the number of his Carrom-man lying on the Carrom Board with the points of the Queen, as per the Laws, if it is lying on the Carrom Board.
- 122 a) The powder shall be applied evenly by the player having the turn over the playing surface before break. The use of powder shall be neither excessive nor scanty.
 (b).(i). The powder shall not be applied or removed after the Umpire has announced "Play".
 (ii). Any wilful attempt to remove or wipe powder from the playing surface shall not be permitted.
 (iii). The removal of powder from the playing surface by way of blowing, wiping or any other way shall not be permitted.
 For any infringement, as stated above in 122.b) (i),(ii), & (iii) a foul shall be declared against the offending player as per the Laws.
 (c). However, along the Base Lines and Base Circles of his side, excessive powder, if any, may be removed with the help of the Striker only, by a player during his turn of play.
 (d). The Umpire shall have the right to control the even application of powder on the playing surface.
 (e). The Umpires should be requested for removal of dust, insects, etc., from the Carrom Board during the course of play.

- 123 A stroke is considered complete only after the Striker, Carrom-man and/or Queen disturbed by the Striker comes to rest. The Striker shall be removed by the player from the Carrom Board immediately after the stroke is completed, The Umpire may assist on request.
- 124 a) As long as a player pockets his own Carrom-man and/or Queen, the time count starts as soon as the stroke is complete.
(b). However, in a stroke, when a player fails to pocket his Carrom-man and/or Queen, the time count shall start only after the Striker has been removed from the Carrom Board.
- 125 (a) When a player pockets the Carrom-man of his opponent knowingly or unknowingly, the Umpire shall stop the player from playing further.
(b). If unnoticed by the Umpire or by the opponent, the Carrom-man pocketed shall be considered to have been properly pocketed. The turn of the player shall be lost as and when noticed.
- 126 (a) The player shall not hit, tap, or disturb the Carrom Board willfully or otherwise. If done, a foul shall be declared against the offending player as per the Laws.
(b). However, if it is done by the player/s in such a way that rearrangement of the Carrom-man becomes impossible, he shall lose the entire board with the number of Carrom-man lying on the Carrom Board with the points for the Queen as per the Laws.
- 127 a) A stroke shall be considered to have been made, if the Striker slips, leaving any Base Line or Base Circle, irrespective of whether it has touched any Carrom-man or not.
(b). However, if the Striker slips and does not leave any Base Line or Base Circle or moves any Carrom-man, stroke shall not be considered to have been made.
- 128 A player may find out the score from the Umpire only during his turn of play.
- 129 A player shall not distract the attention of the opponent by any act.
- 130 (a) While taking a stroke, the Striker must touch both the Base Lines.
(b). If the stroke is made from the Base Circle, the Striker must cover the Base Circle fully, but shall not touch the arrow.
- 131 In Doubles, during the course of a board, the partners are not allowed to talk or communicate with each other by gestures. Any violation in this regard shall be penalized with a Foul as per the Laws.
- 132 Players shall not talk to the spectators during the course of a game without the permission of the Umpire.
- 133 The player shall not hold any solid material, except the Striker in either hand during the course of his turn.
- 134 The Carrom-man and/or Queen shall not be moved or disturbed after the break, except by way of a stroke. If touched, moved or disturbed the same shall be replaced in the original position by the Umpire, as far as possible and a foul shall be declared against the offending player as per the Laws.
- 135 The run of the Striker shall not be tested on the playing surface during the course of a board,
- 136 (a) The player shall not keep his Striker on the frame or in the pocket of the Carrom Board during the board,
(b). However, the player shall be permitted to place the Striker and/or Carrom-man on the playing surface, near his Base line only, while placing the Due and/or penalty Carrom-man.
- 137 If the players pass over their turn consecutively for 3 times each, that particular board shall be cancelled and be replayed.
- 138 There shall be an interval of 10 minutes in between the second and third game.
- 139 A player is permitted to concede a game and/or match at any stage.

- 140 In case of any unforeseen circumstances beyond the control of the Umpire who feels that rearrangement of the Carrom-man is not possible, that particular board shall be replayed.
- 141 If a Carrom-man is broken by a stroke during the course of the board, the position of the bigger part of the broken Carrom-man is considered for all purposes, and the Umpire's decision shall be final.
- 142 In the event of the Carrom-man lying on the Base line/Base circle, preventing the player from taking a stroke for want of space for placement of his Striker, that board shall be replayed.

Loss of Entire Match

- 143 A player shall be liable to lose the entire match for any act of indiscipline and/or breach of any of the Laws and/or any of the following:
 - (a) Leaves the match board area during the game without the permission of the Umpire
 - (b). Fails to abide by the time limit given for the rest in the deciding game during a match.
 - (c). Refuses to abide by the decision of the Umpire and/or Chief Referee.
 - (d). Passes insulting remarks against the Chief Referee/Umpire, and/or authorities before or during or immediately after the match
 - (e). Smokes or smells foul while at play due to intoxicating drinks and/or is under the influence of drugs.
 - (f). Plays with an uncertified Striker.
 - (g). Discontinues play during the course of a match, without the permission of the Umpire
 - (h). Disturbs and distracts the attention of the opponent while at play more than twice, despite Umpire's warning.
 - (i). Fails to report to the Umpire at his matchboard within 15 minutes after the match is announced.

Protest

- 144 All protests shall be written in English addressed to the Secretary of the Tournament and shall be submitted through the Chief Referee/Referee duly signed by the player/Captain or the Manager of the team.
- 145 The oral protest shall be intimated to the Umpire immediately the incident takes place, along with the prescribed scrutiny fee. No protest shall be entertained without payment of scrutiny fee.
- 146 The written protest shall be submitted within 15 minutes of completion of that particular board.
- 147 The protest shall represent facts only, as had occurred, the decision of the Chief Referee/Umpire and the point appealed against, by the aggrieved party.
- 148 Protest in uncouth and abusive language shall be summarily rejected and invite disciplinary action.
- 149 Once a protest is lodged, it shall not be permitted to be withdrawn.
- 150 Once a protest is recorded and handed over, the play shall continue from where it stopped. The result of the match shall not be announced till the protest is considered.
- 151
 - (a) If the protest is upheld, the match shall continue from the beginning of that particular board in which the protest was lodged and the scrutiny fee refunded.
 - (b). In case the protest is overruled, the result already obtained shall stand and the scrutiny fee forfeited
 - (c). The decision of the Tournament authorities should be conveyed to the parties concerned within one hour from the time the protest was lodged.

Sports/ playfields - sizes

Athletics

The track should have a minimum width of 7.32-metre, in order to provide six lanes, each 1.22-metre wide. However, 9.76 metre to 10 metre is an ideal width for eight lanes for Olympic and regional competitions.

Long and triple jump

Pit required is 2.75-metres wide x 50-centimetres deep, filled with fine clean sand for take-off. A running path 40-metres to 45-metres long × 1.22-metre wide and take off board 20 centimetres wide × 1.22-metre long buried flush with ground at the end of the path.

High jump

Pit required 5-metres long × 4-metres wide × 60 centimetres high made of sawdust or sand. Two rigid uprights of any suitable material, marked in centimetres, are used to support the cross bar. The distance between the uprights shall not be less than 3.66-metres (12 feet) or more than 4.02-metres (13 feet 2 inches). The cross bar is 3.64 metres to 4-metres in length and may be made of wood, or any other rigid material.

Pole vault

The event requires a running path with a pit at one end. The path should not be less than 40-metres to 45-metres long and 1.22-metres wide. The take of box 1-metre long, 60 centimetres wide is buried flush with running surface with 0.15-metre in front of pit of the mattress. If a landing pit is used, it should be at least 5 m wide, 5 metres long and 1-metre high and filled with sawdust, shaving, or sponge rubber (if a foam rubber mattress is used, it should 5 metres square and 1 metre thick). Crossbar shall be between 3.86-metres and 4.52-metres. The minimum height of the crossbar shall 2.26-metres.

Shot put

The circle has a diameter of 2.135 metres with a wooden stop boards along the front edge, which are 1.22 metres long (inside measurement), 11.4 centimetres WIDE, and 10 centimetres high.

Badminton

Double court = 20 ft × 44 ft (6.1m × 13.41m)

Single court = 17 ft × 44 ft (5.18m × 13.41 m)

Combined double and single court = 6.10 metres × 13.40 metres

Space required = 10.10 metres x 19.40 metres

Posts = 5 ft (1.52 m) from the ground at the centre and 5 ft-1 in (1.55 metres) in height

from the floor at the posts

Net - The net shall be made of fine tanned cord of $\frac{3}{4}$ inch (1.9 centimetres) mesh, 2 ft 6 inch (76 centimetres) in depth.

Hand ball

Playing area = 300 to 360 feet long × 165 to 195 feet wide.

Goal post = 2.0 metres high × 3.0 metres apart (clear dimensions) with 2" × 3" rectangular bar at top.

Volley ball

Dimension of the court are kept according to the age group.

For the youngest group = 6.0 metres $\times$ 12 metres.

Medium group = 7.5 metres $\times$ 15 metres.

Standard size = 9.0 metres $\times$ 18 metres.

Space required = 18 metres $\times$ 36 metres.

Net = One metre $\times$ 9.50 metres in length. Mesh of net - 10 Centimetres square. The height of the net will be 2.44 metres for men and 2.29-metres for women and at 2.13 metres or lower for children at the centre.

A line 2 in. (5.1 cm) wide, called the spiking line, extends across each of the two playing areas from sideline to sideline, parallel to and at a distance of 10 ft (3.05 m) from the centre, or net, line.

The volleyball is an inflated sphere with a lace less leather cover. Smaller and lighter than a basketball, the volleyball is 25 to 27 in. (63.5 to 68.6 cm) in circumference and weighs 9 to 10 oz (255 to 283 g).

Basket ball

Court = 14 metres to 15 metres $\times$ 26 metres to 28 metres. Space required – 18 metres to 19 metres $\times$ 30 metres to 32 metres.

The following variation in dimensions can be allowed: - Plus or minus two metres in length and one metre in width. The variation is being proportionate to each other.

Mini-basket ball

Mini basketball is a game based on basketball, adapted to school age groups (boys and girls). Players who are twelve years of age or less may only play it.

Two teams of five players each play a mini-basket match.

Court = length- 26 metres, width - 14 metres.

Back Boards: - height- 0.90 metre and width 1.20 metres

Basket = 2.60 metres above the ground, diameter 0.45 metre, net 0.40 metres long.

Ball = Circumference 0.60 to 0.73 Metres and weight 450 to 400 GRAMS.

Table tennis

Size of table = 152.5 centimetres $\times$ 274 centimetres $\times$ 76 centimetres high. Space required - 4 metres $\times$ 6.5 metres

Foot ball

Play field is:

TYPE OF COMPETITION	LENGTH		WIDTH	
	MIN	MAX	MIN	MAX
International	100	110	64	75
Between professional teams	105	110	65	70
Between semi-professional teams	100	105	60	65
Between amateurs teams	-	100	-	50

Between boys teams	-	90	-	45
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A variation is allowed in dimensions of the play field not greater than 0.05.

Hockey

Play field is:

DESCRIPTION	STANDARD SIZE	SIX- A- SIDE	THREE -A- SIDE
Length of ground	300 Feet	150 Feet	90 Feet
Widths of the ground 165 feet min to 180 feet max	—	90 Feet	54 Feet
Striking circle at a distance of	48 Feet	24 Feet	9 Feet
Flags height at four corners	4 Feet	4 Feet	—
Goals width	12 Feet	6 Feet	6 Feet
Height	—	6 Feet	4 Feet
Board	18" High	12" High	9" High

Cricket

Cricket field = 225 feet + 15 feet Radius-circle.

Side screens = 40 feet × 15 feet.

Pitch = 66 feet × 10 feet wide.

Lawn tennis

Basic types of tennis courts: -

1- Cement, 2- Asphalt, 3- Clay, 4- Grass, 5- Wood.

Singles court - 78 feet long × 27 feet wide, post height 3'-6"

Doubles court - 78 feet long × 36 feet wide

A court of international competition or big tournament must have a back running space of minimum 21 feet on each side and a side running space of min 12 feet on both sides. The net will be 3 feet high at centre. The net will be 33 feet long for singles court and 42 feet for doubles court. Net posts on singles and doubles courts should be 3 feet outside the court.

Open air gymnasium

Rectangular area preferred to square one. Ideal Hard field is with an area 30 metres x 40 metres.

Gymnasium covered

Covered gymnasium for indoor games such as conducting major competitions in gymnastics, basketball, Badminton, Table tennis, etc

Size for various types of hall commonly used: –

Small = 18 metres × 9-metres × 5-metres - capacity 40 participants.

Small sports = 25 metres × 13 metres × 6-metres - capacity 60 participants.

Big = 36 metres × 18 metres × 7-metres - capacity 80 to 90 participants.

Other facilities to be provided: – changing rooms, equipment stores, medical room, bath rooms for men and women, office, small cold drinks and snacks bar, seating arrangement for viewers.

Swimming pool

Standard pool = 21 metres $\times$ 50 metres.

Diving well = 20 metres $\times$ 20 metres.

Warm up pool or beginner's pool = 13 metres $\times$ 25 metres.

Pools can be of T-shaped, L-SHAPED, or U-shaped. Specifications for the conduct of the Olympic and regional games:

Length 50 metres; width = 21 metres (min). Walls= 1.8 metres below water surface.

Electronic touch panels must not exceed 0.01 metres in thickness over the entire area, covering the whole finish wall of each lane, extending 0.3 metres above and 0.3 metres below the water surface.

Rest ledgers – 1.2 metres below the water surface

Number of lanes – Eight, width 2.5 metres each with 2 spaces each of 50 centimetres width outside of lane 1 and 8.

Starting platform = Height 0.5 metre to 0.75 metres, area 0.5 metre $\times$ 0.5 metres.

Distance separating the swimming pool from diving well = Minimum 5.0 metre.

Stadium

Space required up to tracks - 95.4 metres $\times$ 176.02 metres (as per shape) plus side movement area plus seating arrangements etc.

Wrestling

A mat of 9-metres in diameter and 10 centimetres thick is obligatory in all international contests. For tournaments, a mat of 8-metres diameter is authorized.

Dimension:

Bigger circle = 9-metres diameter (from inner edge).

Smaller circle = 1-metre diameter (from inner edge) and Width of circumference = 10 centimetres.

Marginal space = At least 1.2 metres as supporting mat.

Free space around = 0.8 metre (flooring or platform)

Platform is not compulsory. However, in case of platform: Max height 1.10 metres (including mat).

Squash

The court for squash tennis is 32 by 18.5 ft (9.8 by 5.6 m); its front and side walls are each 16 ft (4.9 m) high. The court for squash racquets singles has the same dimensions as that used in squash tennis; for squash doubles, the court is 45 by 25 ft (13.7 by 7.6 m); the front and side walls are each 20 ft (6.1 m) high, and the rear wall is 7 ft (2.1 m) high. In squash racquets a ball of hard black rubber, 1.75 in. (4.4 cm) in diameter, and a 27-in. (68.6-cm) round headed racket are used. In squash tennis the ball and racket are similar to but slightly smaller than those used in lawn tennis.

Baseball

The infield consists largely of a square-shaped plot, called the diamond, measuring 90 ft (27 m) on each side. At each corner of the square, within the right angle formed, lies a white slab. One of the slabs is a five-sided piece of rubber called home plate. The others, moving counter clockwise, are called first base, second base, and third base. These are canvas bags, 15 in. (38 cm) square and filled with soft stuffing to a thickness of 3 to 5 in. (8 to 13 cm). Thick white lines, called the base lines, connect home plate with first

and third base. Flanking home plate are the two batter's boxes (batters may bat from either side of the plate), and behind the plate is the catcher's box. In the centre of the diamond, 60.5 ft (18.4 m) in front of home plate, is the pitcher's mound. The mound slopes up to its maximum height of 10 in. (25 cm), where the pitcher stands. Although most of the infield is of grass (either natural or artificial), the pitcher's circle is a sandy area. Set into the mound is the pitcher's rubber, an oblong strip on which the pitcher must rest one foot while delivering the ball.

The outfield consists of the large grassy area that lies in back of the infield and is enclosed between extensions of the base lines that run from home plate to first and third base. These lines are known as the foul lines. Any batted ball that strikes the ground outside the lines is said to fall into foul territory and is scored as a foul ball. Batted balls that stay between the lines are in fair territory, and play continues.

Other areas of the field: - each outside the immediate playing area, include the two sunken shelters, called dugouts, located along the edges of the field and occupied by the players when they are not required to be on the field. Two coach's boxes, small rectangles located near first and third base; and the bullpen, where relief, or substitute, pitchers warm up before entering a game.

Equipment

The basic equipment for a baseball game includes a hard, horsehide-covered ball, which must measure between 9 and 9¼ in. (22.8 and 23.4 cm) in circumference of weight between 5 and 5¼ oz (142 and 149 g). A rounded wooden bat, not more than 42 in. (107 cm) long and 2¾ in. (6.9 cm) in diameter at its thickest section; and padded leather gloves, worn during the defensive phase of play. Players also wear spiked shoes for better traction on the field and, while at bat, don a protective plastic helmet. In addition, the catcher wears a protective cage like mask covering the face, and chest and leg padding.

Contract bridge

Fundamentals

Game – 100 points (below the line)

No trump (NT): – first trick - 40. All other each tricks - 30

Clubs – 20 each trick

Diamonds – 20 each trick

Heart – 30 each trick

Spades – 30 each trick

Tricks required for a game

3 tricks for a 'no trump' game

4 tricks for a 'hearts or spades' game

5 tricks for a 'clubs or diamonds' game

Rubber

Before opponent have made a game – 700

If opponent is vulnerable – 500

Down penalty points

Under tricks penalties

Number of under tricks	Not vulnerable		Vulnerable	
	Not doubled	Doubled	Not doubled	Doubled
1 under	50	100	100	200
2 under	100	300	200	500
3 under	150	500	300	800
4 under	200	700	400	1100

Under tricks penalties

Number of under tricks	Not vulnerable		Vulnerable	
	Not doubled	Doubled	Not doubled	Doubled
5 under	250	900	500	1400
6 under	300	110	600	1700
7 under	350	1300	700	2000

Premiums

	Not vulnerable		Vulnerable	
	Not doubled	Doubled	Not doubled	Doubled
Each over trick	Trick value	100	Trick value	200
Little slam	Not vulnerable - 500		Vulnerable - 750	
Grad slam	Not vulnerable - 1000		Vulnerable - 1500	

Add 50 points above the line for completing the doubled contract.

Honours (in one hand)

For all the honours (5) in a trump suit – 150

For four honours in a trump suit –100

For all the aces in one hand in no trump suit – 150

A redouble doubles the doubled value

Two game rubber- 700

Three game rubber- 500

Unfinished rubber side having one game – 300

Hand valuation (Guide lines)

High card points	Combined counts
Ace – 4	Points for length: - Count 1 point for every card in a suit excess of four
King - 3	
Queen - 2	
Jack - 1	

Distributional points	
Void – 3	With 5 cards support add 1 point each time taking 4, 3 & 2
Singleton- 2	
Doubleton - 1	

This is a conservative scale, so when in doubt take the optimistic view.

Assessment

Assess the combined value of your hand and partner's hand and aim at:

Part score with 22 plus points.

Game in No-trump or major suit with 26 points.

Slam with 33 points.

In a slam zone, it is more important to avoid loser than count winners.

A slam can often be made on less than 33 points. A fit and control are the decisive factors.

The point-count is more reliable in no trump contract than in suit contract as such it should not be followed too closely at higher levels.

Standard opening leads

Partners having passed throughout

Against no trump	Lead	Against suit contract
A 7 6 5 4	Fourth highest (See Rule of 11)	A
A K 8 4 3		K
A Q 6 5 2	Avoid if possible, leading from a suit headed by A Q or A J	A
Q 10 6 2		2
A K Q 4 2	With no side entry. Otherwise K	K
K Q J 8	Top of sequence or near sequence	K
Q J 9 8 6	Top of sequence or near sequence	Q
J 10 2	Top of touching card	J
9 8	Top of touching card	9

Leading a suit bid by partner

A K Q	Lead of the lowest card indicates an honour and at least 3 cards.	K
Q 3 2		2
K 7 4		4
Q 3		Q

Above tables are based on the normal practice of leading the king from A K. leading the ace first, then the king, shows A K bare. Some players lead the ace from A K. then the reverse applies

The rule of eleven

The lead of the fourth highest card – the usual opening against no trump – is informative in many ways:

1. If it is the two, it must be a four-card suit for there is no card lower. A higher card carries the same message if all the lower ones are no view.

2. Similarly, if west leads the 3 and follows with the 2, it must be a five-card suit – three cards higher than the three and one below it.
3. Information that is more detailed becomes known through application of the rule of eleven. It works this way: subtract the points of the card that is led from 11. The result gives the numbers of higher cards in the other three hands.
4. West leads the 7. Dummy goes down with the K 9 2 and east holds the A 10 3. How many cards higher than the 7 can declarer have? None, for 11 minus 7 equals 4 and east can see four higher cards in his own hand and dummy.
5. West leads the 6:

	(A)				(B)	
	Q 8 2				A 10 4	
	N				N	
W		E		W		E
	S				S	

- a). East covers the 8 with 10, knowing that it will hold the trick. It must do, for 11 minus 6 leaves 5 and east can see five higher cards.
- b). Here declarer has one card higher than the 6. If it is the 7 or 8 he will take no trick except the ace. If it is the jack he will win two tricks, whether east plays the 9 or queen, but if declarer has the king, the play of the 9 will keep him two tricks, whereas the queen will allow him to make three. East, therefore, play the 9. By so doing he can gain and cannot lose.
- c). Declarer can profit by applying the same rule, as here:

(B)
 A Q 9 5 4
 N
 W E
 S
 10 7 2
- d). West leads the 6, and 11 minus 6 equals 5. Seeing five cards higher than the 6, declarer knows that east has none. He runs up the first trick to his hand and brings the entire suits, finessing in all safety against king, jack and 8.
- e). These calculations will come true only if the card led is the fourth highest.

Summary

Promotion

1. Promotion consists in driving out higher cards to turn those below them in to winners. The same principle applies all the way from king to the deuce.
2. Counting his winners and losers should be declarer's first step when he sees dummy.
3. The play is a race, each side striving to be the first to develop enough tricks to break or make the contract. The advantage of the opening lead gives defenders a start.

4. In hand-valuation, the point-count is a very useful guide, especially for no trumps. Adjust the 4-3-2-1- scale for aces, kings, queens and jacks by adding 1 point for every long card – every card over four in the same suit.
5. Unblocking may be called for when a suit is divided unevenly between two hands and there is no side entry to the longer holding. The shorter hand should then be retained to the end a card low enough to be overtaken in the other.
6. Holding up top cards and allowing opponent to win the first trick(s) in a suit may disrupt communications between them. The defender with the shorter holding may have none left to return his partner's suit when he gains the lead.
7. Ducking consists in losing the first trick(s) in a suit to which there is no side entry. The purpose is to exhaust opponents, making sure that when the top card is finally played, it should draw the last card in the suit in enemy hands.

Finesse

1. The finesse is a play designed to take advantage of the favourable line of the cards. The key is to lead towards the ten, ace in the hope of finding the missing honour(s) under it.
2. In a double finesse, the lead is towards a ten, ace combination from which two cards, in the middle, are missing. If the finesse against one fails, the finesse against the other may succeed. One of the two will be right three times out of four.
3. Covering of the honours by a defender should never be automatic. The only purpose is the hope of promoting a lower card in one's own or in partner's hand.
4. Never cover when the lead is from a sequence (Q J 10, J 10 9 etc). In the case of touching cards, cover the second time, but not the first.
5. The lead of a low card suggests an honour and at least three cards, more if it the opening lead.
6. From a sequence, the lead is the top card, but partner follows with the lowest or the lower of the two touching cards.
7. Third hand plays high to drive out a high card from the declarer and so promote lesser card for partner, but finessing against the dummy is often the right play when there is a guarded honour on the table – K x x, Q x x,
8. West leads a low card and declarer plays low from dummy – from a J x or a 10 x, east usually does best to play the middle card.
9. Avoid leading from or into ten, ace. When in doubt, lead through strength and up to weakness.

Trump

A trump has absolute priority over aces and all the cards in the other suits

1. When dummy is out of a suit, declarer can ruff – trump his loser(s) on the table. On occasion, this process is reversed and declarer wins extra tricks by ruffing losers in his own hand. To be practicable, this manoeuvre requires adequate entries in dummy.
2. Defender, too, try to make tricks by ruffing. To pave the way, west is often tempted to lead a singleton.
3. Conversely, a trump lead may reduce dummy's ruffing value. With no attractive alternative,

such as a singleton, west should consider opening a trump against suit contracts.

4. Trumps allow declarer to control course of play – to stop defender from playing their suit(s) and to develop his own side suit.
5. With four trumps and a useful side suit, defender may find a forcing game to be best. Forcing declarer to ruff twice, or even once, may be enough to wrest trump control from him.
6. Ruffing, unlike ducking, may allow declarer to set up a side suit with out loss.
7. To measure the value of trump support for partner's suit, count:
8. 3 points for a void
9. 2 points for a singleton
10. 1 point for a doubleton
11. With five trumps add to the above 1-point each time.
12. Despite the extra trick needed for game in a major, as opposed to no trumps, 26 points – allowing for the shortages – usually will suffice.
13. The point count is less accurate as a guide in suit contracts than it is in no-trumps, especially in the upper range.

Bid

1. A minimum opening bid should add up to 13 points, allowing points for long cards, but discounting singleton honours – except aces
2. An opening bid in a suit guarantees a re-bid if partner responds in another suit but:
3. An opening of 1 no-trump does not promise a re-bid. What the contract should be is usually decided without further ado by responder, who can see both hands because:
4. Unlike other bids, 1 no trump describes both shape and strength. Its two salient features are:
 - a). The hand is balanced – no void, no singleton.
 - b). In strength, the margin between minimum and maximum does not exceed 2-3 points.
 - c). There are two types of no trumps:
 - d). Strong, from 16 – 18 points
 - e). Weak, 13 – 14 points
5. Some players combine both, using a strong no trump vulnerable and weak one, non vulnerable.
6. Whatever the no trump, responder adds up the combined values, and seeing a total of 26 points or more, bids 3 no- trumps or game in a six card major. If the total falls short of 26 points, he passes or else, with a long suit, he makes a weakness takeout. A suit bid at the two levels may be weaker than a pass and opener is not expected to bid again.
7. With a five-card major and game value, responder may consult partner, calling 3-spade or 3-heart. This ask opener to re-bid three no-trumps with a doubleton and to raise to game in the major with three trumps. Similarly, responder may bid 2-no trump asking opener to bid game if he has more than a minimum and to pass otherwise.
8. A 2 no-trump opening promises 21-22 points regardless of vulnerability or of whether partnership plays a weak or a strong no-trump. There is no weakness take out.

9. A straight game which may yield an extra trick in the play is to strip the hand, eliminating the suit(s) which defender can lead with impunity, so forcing them to make a lead favourable to declarer – to present him with a ruff and discard, to play in to a ten ace or to open a new suit.

Re-bid

A re-bid of the same suit promises at least five cards.

1. A re-bid in no trump at the two level is always constructive, never a sign of weakness.
2. As with the opening, so with the response, 1–no-trump is limited, ranging from 6–9 points.
3. To keep the bidding low, look for the cheapest opening and the cheapest response.
4. The opener usually bids his longest suit. Responder does so only if he can do it at the one level. To respond at two level calls for not less than 10 points.
5. In choosing between two suits, the rank, not the quality, is the decisive factor.
6. It is less dangerous to shed the requirements in bidding a sketchy minor than a sketchy major.
7. Opener bids the higher-ranking of two touching suits of equal length. His partner responds in the lower-ranking suit.
8. In five cards in both major, open one spade, then bid and re-bid hearts, allowing partner to place at least ten of your cards.

Response/jump

1. By passing a player limits his hand so, by inference, no bid he makes subsequently is absolutely forcing.
2. Regardless of system, a response of 2 no trump by a passed hand shows 11–12 points.
3. A jump raise – 3 spades over 1 spade or 3 diamonds over 1 diamond – shows the same values, but at least four cards in opener's hand.
4. In Britain or in much Europe, it makes no difference whether or not a player has previously passed. Neither a jump to 2 no trump, nor a double raise in a suit is forcing. Under standard American methods, both bids are forcing, ranking in strength from 13–15.
5. A direct jump to game in major 1 spade to 4 spades – call for about 13 points, but the emphasis is largely on distribution.
6. To show a raise to game with high-card strength, in the 13-15 points range, a player may resort to a delayed game raise. He first bids another suit, than jumps to game in partner's major.
7. A response in a minor over a major does not promise more than four cards, but 2 hearts over 1 spade guarantees a 5 (or 6) card suit. Opener can raise freely with three-card support.
8. Contrary to the practice with four-card suits, with two touching five cards, responder bids the higher ranking one first, then the other.
9. With a six cards suit and 17 points or so allowing for distribution – opener makes a jump re-bid e.g., 1 heart – 1 spade – 3 hearts. On a still better hand – 19 – 20 points – the re-bid would be 4 hearts.
10. Responder makes a jump re-bid 1 heart-- 2 spades, 2 hearts—3 spade on a six-card suit and

10 points or better.

11. On a balanced hand a jump re-bid of 2 no trump—e.g. 1 diamond—1 heart—2 no trump—would show a minimum of 17 points. With 19—20 points the re-bid would be 3 no trump.
12. With a hand worth 17 points or more and a long suit or a good fit for partner's suit, responder makes a jump shift—a force to game and an invitation to a slam. This takes the form of a jump by one-step in new suit— e.g. 2 spades over 1 club or 3 diamonds over 1 heart. A jump by two steps—3 hearts-1 clubs shows length weakness.

Intervene

1. After one side has opened the bidding, the other can intervene in various ways. All have one thing in common—the emphasis is playing tricks rather than the points.
2. A simple overcall at the one level guarantees on more than 9—10 points, 8 on occasion, but it promises a fair five-cards suit.
3. At the two levels, the hand must be a trick stronger. Vulnerable, five and a half to six playing tricks is the accepted minimum.
4. Jump overcall can be weak or strong, according to the system in use.
5. Weak jump overcall – per-empts – are intended to raise the level of the bidding, making it more difficult for opponents to exchange information.
6. Strong jump overcall promise a 6 or advanced suit, high cards in at least two suits, and six or more playing tricks
7. A double jump—3 diamond over opponents 1 club or 3 spade over 1 heart—always shows a weak hand and usually a seven card suit.
8. An overcall of 1 no trump is similar to an opening no trump in the 16—18 points range, but usually indicates a double stopper in opener's suit.
9. To intervene without a five cards suit the best method is often a take out double, asking partner to bid his suit.
10. When partner has bid a suit or no trumps, a double at any level is always a penalty double.
11. When partner has passed throughout or had no opportunity to bid at all, a double up to the 3 levels is for a take-out.
12. The qualifications for take out double vary according to distribution. With a singleton or void in openers suit, the high card strength could be as low as 10.
13. Since partner must bid, even if he has nothing, he needs no more than 8—9 points for a jump in a major—2 spades over the double of 1 diamond. This is not forcing.
14. The only forcing bid responder can make in a cue bid in opponent's suit(s). This is available in various situations and is the strongest action a player can take in a contested auction.

Remember

On holding so strong that they all but ensure game, it is accepted practice to make a game demand bid – which partners will not pass even on a worthless hand.

1. An artificial opening of 2 clubs is forcing. Partner bids 2 diamonds – no bearing on diamonds, just as the opening has no bearing on clubs—to deny as such as an ace and a king.

With scattered values of 7—8 points it is the current fashion to make a semi positive response of 2 no trump.

2. With an ace and a king and better, responder bids his suit.
3. On balanced hand opener re-bids no-trumps—2 no trump to show 23- 24 points and 3 no trump to show more. A feature incorporated into most 2-club call systems, is that a 2 no trump re-bid can be passed on a worthless hand. Any other re-bid is forcing to game.
4. Still popular in some parts of the world, though becoming less so year by year, is the forcing two, founded 50 years ago by cluberston. On this system any two-bid proclaims game values and two clovers shows a club suit.
5. When the 2 clovers is the game demand bid, intermediate two bids in the other suit can be used to show near-game distributional hands. Alternatively, they can be used pre-emptively on weak hands to raise a barrage against opponents.
6. The strong or intermediate two- bid usually shows a good six-card suit, eight playing tricks and high cards at least in two suits. This is forcing for one round, the negative response – denying an ace and a king – being 2-no trump.
7. A raise in opener's suit promises a fit and usually an ace. This bid is unlimited and may pave the way to a slam.
8. Weak two-bids, not recommended for players in the formative stage, show a six-card suit with in a range of 6—10 points—theoretically up to 12. The only forcing response is 2-no trump.
9. Opening 3-bids are wholly pre-emptive. Usually based on a seven-card suit, their salient feature is lack of defence.
10. An opening 4-bids in a major-suit belong to the same family, but is a little stronger, relatively as well as absolutely, the risk of a penalty double being greater.
11. The Blackwood convention is intended to guard against slams when two aces missing. A bid of 4 no trump asks partner how many aces he has. A response of 5-clubs shows none. For every ace the response is one suit up—5 diamonds for one ace, 5 hearts for two, 5 spades for three.
12. When a grand slam is envisaged, the same procedure is used to find out against the kings. The question is put with 5 no trump.
13. The Stayman convention is designed to bring to light a 4—4 fit in a major after an opening of 1 no trump or 2 no trump.
14. An artificial bid of 2-clubs or 3-clubs asks partner if he has a 4 card major. Without one he responds 2-diamond – 3-diamonds after 2 no trump. As in all no-trump bidding, the final destination – part score, game or slam – is matter for responder. He knows his partner's strength. Partner does not know his.

Psychology

1. A little psychology can make out for a lot of technique, so play the players as well as the cards
2. When the best line of play is not apparent, look closely at what your opponents are up to and

thwart them, if you can. What is bad for them must be good for you.

3. Each side seek to miss lead the other. Declarer may conceal his low cards to confuse defender's signals. Defenders can drop unnecessarily high to present a false picture of the distribution to the declarer.
4. Part score situations call for special tactics. With 60 up you can open 1 no-trump with more or less than the normal point counts, hoping to intimidate opponents or else to trap them.
5. So long as you have no undisclosed agreement with partner, there is nothing improper in departing from orthodoxy.
6. It is unethical to take advantage of information derived or deduced from partner's pause or hesitation.
7. Before making a pre-emptive bid, it is customary to announce 'skip bid'. The next player must then pause. Since this is obligatory, it conveys no information.
8. Players should bid in an even tone of voice, avoiding inflections which could convey encouragement or otherwise.